SSI

STRATEGIC SIMULATIONS INC

FALL 1984 CATALOG

SSI: A CUT ABOVE

At SSI, our state-of-the-art computer games are designed with one purpose: To provide you with strategy simulations that are sophisticated, thought-provoking, exciting, and playable.

In short, just plain fun.

Our games cover a broad range of subject matter and are designed for all of the most popular home computers: Apple®, Commodore 64™, Atari®, IBM®PC (and PCjr®), and TRS-80®. This means at least one of them will be right for you. But as varied as our programs may be, they all share common features which meet our demanding standards of excellence.

To approximate the "you-are-there" feeling so vital in game playing, all our simulations are created with loving attention to accuracy, realism and meticulous detail.

We also recognize the frustration of not having a ready and able opponent when the urge to play strikes. Therefore, we've made sure the computer can serve as your ever-ready adversary in solitaire play. And if you're expecting a pushover, you're in for quite a surprise.

We are a company proud of its quality products, proud enough to say:

"SSI. A Cut Above."

Our 14-day "satisfaction-or-your-money-back" guarantee is the expression of our utmost confidence that you'll agree.

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our HOTLINE NUMBER: (415) 964-1200 every weekday, 9 to 5 (PST).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

A SPECIAL NOTE TO CASSETTE OWNERS

Owners of cassette version games who wish to convert to disk format may now purchase backup disks directly from SSI for only **$10.00**.

ACCELERATORS FOR FASTER PLAY

Recently, it has come to our attention that accelerators for the Apple® are available from several manufacturers. They claim that accelerators can increase play speed by up to 3½ times. We are aware of two manufacturers in particular:

1) MCT, 1745 21st Street, Santa Monica, CA 90404. List price: $295.
2) TITAN TECHNOLOGIES, INC., 3990 Varisty Drive, Ann Arbor, MI 48104. List price: $595.

SSI makes no claims about these products. We can point out that we've tried Titan's accelerator on some of our games, and it does speed up play tremendously.

For more information, please contact the manufacturers directly.

SPECIAL CLOSE-OUT BARGAINS

CLOSE-OUTS AT 50% OFF:

CYTRON MASTERS
Apple/Atari disk: $19.98
Atari cassette: $17.48

QUEEN OF HEARTS
Apple & Atari disks: $17.48 each

S.E.U.I.S.
Apple disk: $19.98

THE SHATTERED ALLIANCE
Apple disk: $29.98
Atari disk: $19.98

GALACTIC GLADIATORS
Apple disk: $19.98
IBM disk: $19.98

½ PRICE ZIPLOCK-BAGGED GAMES

While supplies last, we are selling the following Apple-only games in ziplock bags at half price:

☐ COMPUTER CONFLICT: $19.98
☐ OPERATION APOCALYPSE: $29.98
☐ SOUTHERN COMMAND: $29.98
☐ ROAD TO GETTYSBURG: $29.98

Due to last-minute entries, the Commodore 64™ FORTRESS Tournament winner will be announced in our next catalog.

Look for our games at your local computer/software or game store today.

If there are no convenient stores near you, VISA and M/C holders can order directly by calling **toll free: 800-227-1617, ext. 335**. In California, call 800-772-3545, ext. 335.

To order by mail, send your check to: SSI, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983. California residents, add 6½% sales tax. Be sure to specify the computer format of the game.

Please add $2.00 to your order for shipping & handling. Allow 2-4 weeks for delivery.

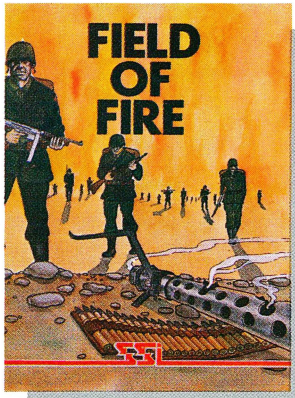
French translations of some of our games are available from:
COMPUTERRE
959 Northwest 53rd Street
Ft. Lauderdale, FL 33309

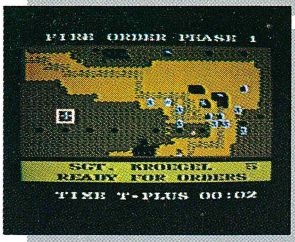
And if you ever find yourself Down Under, you can obtain SSI games from our Australian distributor:
THE JEDKO GAMES CO., PTY. LTD.
134 Cochranes Road
Moorabbin, Victoria 3189
AUSTRALIA

Or sail north to our Japanese distributor:
STARCRAFT INC.
Tomizawa Bldg., 4th Floor
2-23-4 Minamitikebukuro
Toshima-ku, Tokyo JAPAN

NEW WORLD WAR II GAMES

$39.95 ATARI® & C-64™
Available October 1





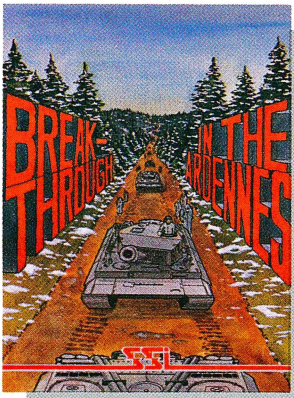
One of the finest fighting forces during World War II was Easy Company of the First Infantry Division. Now, FIELD OF FIRE™ takes you back in time to assume command of these heroic men, retracing eight of their historical battles in North Africa and Europe.

Dividing your company into fireteam units of six men each, you'll direct a night raid in North Africa, lead the storming of Omaha Beach on D-Day, even conduct a defensive delaying action in the Battle of the Bulge!

Although special attention has been paid to the Hi-Res color graphics and lively sound effects, the thrust of the game is toward planning and execution. You'll need to apply such military concepts as concentration of force, cover fire, flanking and selective maneuver. And you must recognize the strengths and weaknesses of your various units: Tanks, rifle and bazooka teams, engineers, artillery forward observers and machine gun crews.

The enemy is directed by your cunning computer. With three levels of difficulty, it will challenge novices and battle-hardened veterans alike!

$59.95 APPLE®, ATARI® & C-64™
Available October 1



BREAKTHROUGH IN THE ARDENNES™ represents SSI's dedicated efforts to provide a close look at one of the most popular wargame topics: The Battle of the Bulge.

Designed for the avid strategist, this regimental/brigade-level simulation possesses exhaustive features and combat rules. It covers the battle in twelve turns, each representing a full day of operations. These include supply, air strikes, allocating corps artillery, building-up and breaking-down regiments and divisions, constructing and destroying bridges, fortifying, changing modes and moving units.

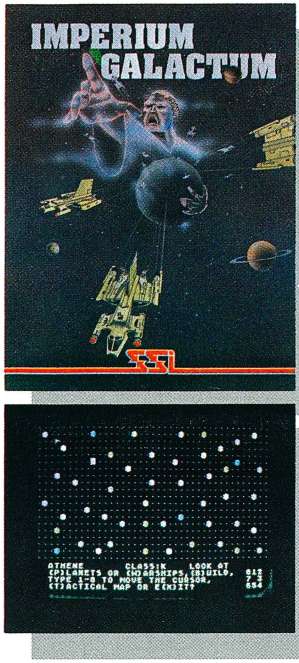
All infantry, engineer, airborne and armored units are historically rated for combat strength, efficiency, fortification level, supply status, mode and artillery support content. Weather, which played such a major role in the real battle, is also taken into account.

Now is your chance to answer the burning question: "How would the Battle of the Bulge have ended if I were in command?"

In solitaire, the computer directs the American forces.

NEW SCI-FI AND WAR GAMES

$39.95 APPLE® & ATARI®
Available October 1



Imagine an expanse of 50 solar systems. You are master of a planet whose resources can be allocated for construction of warships and transports, planetary defense, armies, industrial complexes and research. Against up to three players, human or computer, you strive to amass power through negotiations or war.

Design your own legion of starships ranging from explorers to battleships. They are rated for different weapon systems, defense and evasive capabilities, armor, speed and size. Each warship in your fleet can be individually monitored and repaired.

Once you discover an independent world, you can try to convince it to join your empire. Should diplomacy fail, there is always brute force. You dispatch ships to transport your armies to the planet surface where they must not only subjugate the populace, but also suppress subsequent guerrilla resistance.

Just as Julius Caesar once forged the Roman Empire, you'll now struggle to control the stars and create...the IMPERIUM GALACTUM.

$59.95 APPLE® & ATARI®
Available now

Once every year, NATO forces embark on a military exercise that simulates defense of a Soviet strike into West Germany. Specifically, it test NATO's ability to transport American reinforcements from the U.S. to the Rhien-Main airbase in Frankfurt. The success of such an operation demands that NATO troops in W. Germany withstand the Russian onslaught long enough for the reinforcements to arrive.

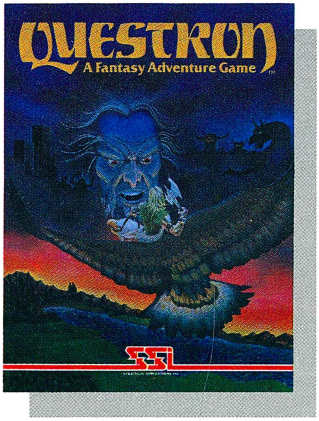
The name of this exercise: Reforger.

Now, REFORGER '88™ makes the simulation available to every ardent wargamer. The Fulda Gap is chosen as the focal point of the Russian attack.

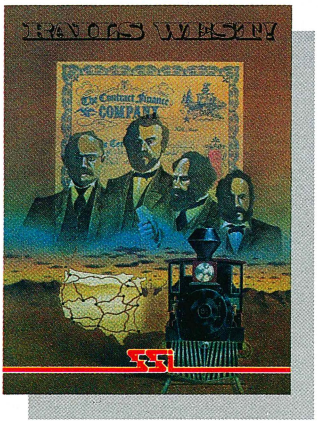
Reforger '88 is a grand-tactical game of incredible resolution: Every infantry squad, every tank, APC, aircraft, gun and missile system is accounted for. It is so detailed that every aircraft squadron is categorized by its planes, such as the F-15, F-111, Tornado, AH-64, MiG-23, SU-24, and MI-24. Chemical warfare is also included. Two scenarios are provided: Surprise Attack and Advance Warning.

During solitaire play, the computer directs the Russians.

NEW CONVERSIONS



$39.95 COMMODORE 64™
Available now



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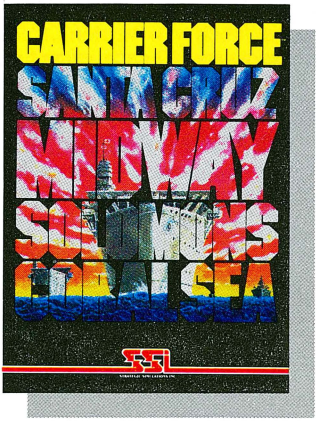

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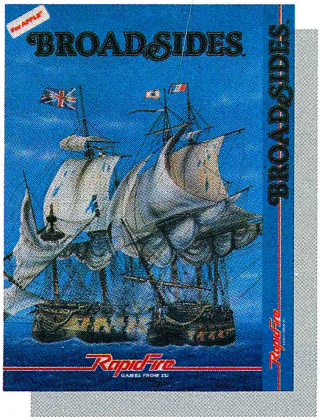

$39.95 COMMODORE 64™
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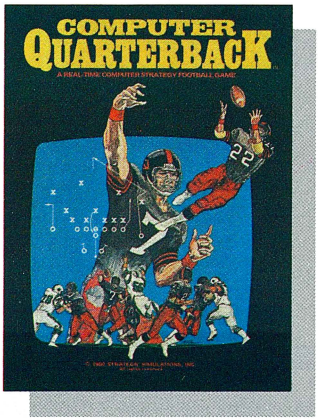

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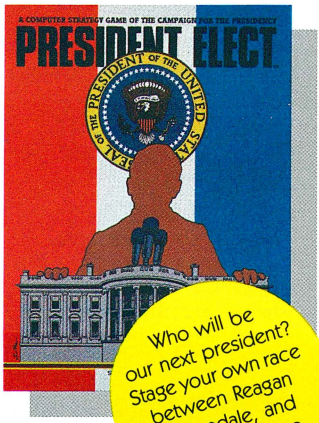


Who will be our next president? Stage your own race between Reagan & Mondale, and find out **before** November!

$39.95
Available October 1
COMMODORE 64™

IN THE WORKS

☐ NORWAY 1985™, the fourth game in our "When Superpowers Collide" series. ☐ A gunfight game in the "old West" genre. ☐ A game on the War in the Pacific, 1941-45. ☐ A game on the Battle of Gazala, 1942.

Atari® conversions are planned for: Germany 1985; Bomb Alley; Guadalcanal Campaign; and Fighter Command.

Commodore 64™ conversions are planned for: Fighter Command, Objective: Kursk, War in Russia, and Reforger '88.

APPLE, ATARI, TRS-80 and IBM are the registered trademarks of Apple Computer Inc., Atari Inc., the Tandy Corporation, and International Business Machines Corp., respectively. COMMODORE 64 is the trademark of Commodore Electronics, Ltd.

SECOND EDITIONS & UPDATES

FOR APPLE ONLY

Disk labels with "Version 1.1" identify the updated disks of the first six games listed below. Update disks below are $10 each, except for Computer Quarterback, Germany 1985, Broadsides ($15 each), and Computer Ambush ($20).

COMPUTER BISMARCK™. Our proprietary RDOS allows for slightly faster play.

GUADALCANAL CAMPAIGN™. We've made many subtle improvements to the game (for example, a better-playing computer during solitaire).

CARTELS & CUTTHROATS™. RDOS allows for slightly faster play.

COMPUTER AIR COMBAT™. Plays faster and lets you use the new warplane data disk.

OPERATION APOCALYPSE™. RDOS speeds up play by 20 to 30 minutes.

THE WARP FACTOR™. RDOS allows for slightly faster play.

COMPUTER QUARTERBACK™: The Second Edition. We've made a great strategy football game even better. Now, whether you play a two-player game or against the computer, you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams! Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Improved graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement. **$15.00** to SSI gets you the new disk and rulebook.

COMPUTER AMBUSH™: Improved Edition. Thanks to its all-new assembly language program, the new edition of COMPUTER AMBUSH plays **40 times faster** than before!

Now, you can create your own soldiers, rearranging their combat characteristics to your own specifications. You can also distribute weapons among your men as you like, even transfer weapons from one soldier to another as play progresses.

For those of you who loved the old COMPUTER AMBUSH but hated its limitations, your hopes and dreams have been answered! For those of you new to the game, all we can say is: Check your blood pressure and pulse and jump in! If you already have the old COMPUTER AMBUSH, send **$20.00** to SSI and we'll mail you the update. The complete game goes for $59.95.

GERMANY 1985™: The Second Edition. A new rulebook, improved documentation, and new, easier-to-use air strike rules make this game a real "superpower" in our ongoing series.

BROADSIDES™: The Second Edition. A few minor improvements including the option to avoid guessing ranges in the tactical game.

NOTE: Backup disks for all our games are now available directly from SSI for $10.00.

T-SHIRTS & POSTERS

Color posters of KNIGHTS OF THE DESERT™ and QUESTRON™ are now available directly from SSI. Printed on the finest heavyweight stock with the best lithographic process, they are truly superb pieces of art. Price: **$2.50 each.**

We're also offering T-shirts depicting one of our most popular games — BROADSIDES™. Printed in two colors on all-cotton heavy shirts, they come in Small, Medium Large and X-large (adult men sizes). Price: **$7.50 each** (please specify size).

The QUESTRON poster and BROADSIDES T-shirt will be available after October 1, 1984.

NOTE: Please add $2.00 to your order for shipping & handling.

Get More out of Your Computer Games!

The staff at SSI highly recommends COMPUTER GAMING WORLD, a bi-monthly magazine dealing with the personal computer game hobby. In addition to reviews, CGW has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. Subscriptions are available for $12.50 per year; $2.75 for a sample issue.

Write to: COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 92803-4566.

DATA DISKS

All data disks are for the APPLE unless otherwise specified, and all are available directly from SSI for $15.00 each.

Computer Quarterback™ 1983 NFL TEAMS DATA DISK.* Same as 1982 data disk, but with 1983 teams. Available now.

Computer Quarterback™ 1982 NFL TEAMS DATA DISK.* Same as 1981 data disk, but with 1982 teams.

Computer Quarterback™ 1981 NFL TEAMS DATA DISK.* Same as 1980 data disk, but with 1981 teams.

Computer Quarterback™ 1980 NFL TEAMS DATA DISK.* This contains player statistics for all 1980 and several historical NFL teams.

* This disk can only be used with the second edition of Computer Quarterback™.

Computer Baseball™ 1983 TEAMS DATA DISK & STATISTICS COMPILER. Same as 1982 data disk, but with 1983 teams. Both Apple® and Commodore 64™ versions available September 1.

Computer Baseball™ 1982 TEAMS DATA DISK & STATISTICS COMPILER. Same as 1981 data disk, but with 1982 teams. Commodore 64™ version also available.

Computer Baseball™ 1981 TEAMS DATA DISK & STATISTICS COMPILER. Update your major-league match-ups with stats for all the 1981 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk.

Computer Baseball™ 1980 TEAMS DATA DISK. Update your major-league match-ups with stats for all the 1980 AL and NL teams.

Professional Tour Golf™ COURSE MODULE #1. This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location. Commodore 64™ version also available.

The Shattered Alliance™ TOOL KIT. This will allow you to construct armies and maps to your own specifications.

Computer Air Combat™ PLANES DATA DISK. Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only.

MORE DATA DISKS

305 Computer Baseball™ TEAMS. This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set only **$60.00** postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises, 5678 Biscayne Dr., Lake Worth, FL 33463.** Checks or money orders only, please. Florida residents add applicable sales tax.

The Cosmic Balance™ SHIPYARD DATA DISK. Contains over 20 ships that competed in COMPUTER GAMING WORLD's Cosmic Balance™ Ship Design Contest (including the winner's and judge's ships). **Please specify APPLE or ATARI when ordering.**

Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566 for $15.**

CB Enterprises and Computer Gaming World are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.

THE COMPLETE LINE
FROM STRATEGIC

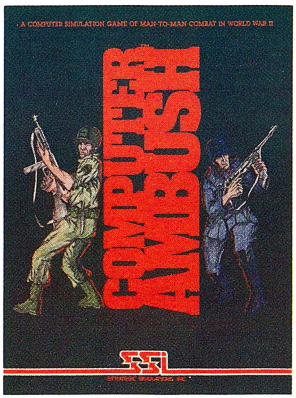
For the next eight pages, you'll be getting a complete, but quick, overview of all of our games. They fall into five major categories:

- Wargames
- Sports & General Topic
- Sci-Fi/Fantasy
- Role-Playing
- Educational Entertainment

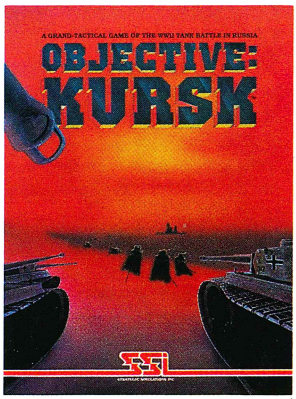
Each game is further categorized as either Advanced, Intermediate, or Introductory.

ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this is for you.

WARGAMES



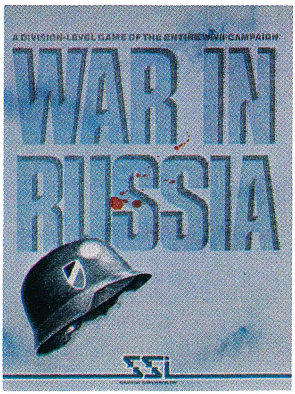
New, improved edition lets you wage World War II man-to-man combat 40x faster than before!
By Ed Williger & Larry Strawser.
ADVANCED. APPLE & ATARI.



A very detailed grand-tactical simulation of the Battle of Kursk, Russia in 1943 involving more than 4000 tanks.
By Gary Grigsby.
ADVANCED. APPLE & ATARI.

A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
By Charles Merrow & Jack Avery.
ADVANCED. APPLE.

WARGAMES



If you call yourself a bona-fide wargamer, you must play this division-level simulation of the Russian War, 1941-44! By Gary Grigsby.
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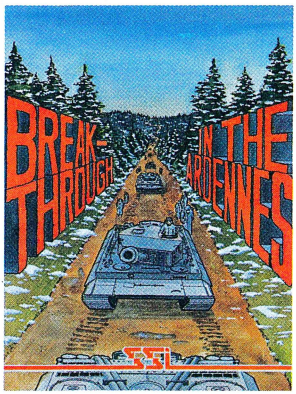


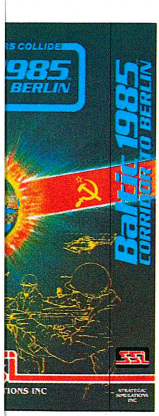
Take command in this detailed regimental/brigade-level simulation of the Battle of the Bulge.
By Dave Landrey & Chuck Kroegel.
ADVANCED. APPLE, ATARI & C-64.

You become Napoleon as you re-enact his notorious campaigns at Leipzig and Waterloo.
By Paul Murray.
ADVANCED. APPLE.

A Message From The President Of Strategic Simulations Inc...

MES

olete list of our down by com- ee pages 12 and find prices and vability, realism t derived from esponse cards.



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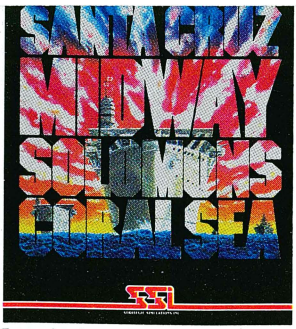
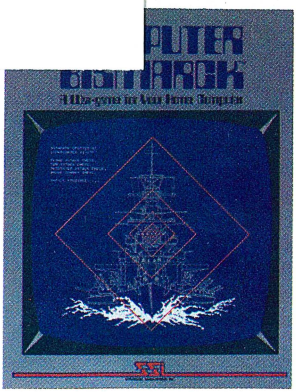
LE & C-64.

WARGAMES



Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, Eastern Solomons and Coral Sea. By Gary Grigsby.
ADVANCED. APPLE, ATARI & C-64.

NATO forces must defend Frankfurt and its vital airbase when Warsaw Pact troops invade through the Fulda Gap. By Gary Grigsby.
ADVANCED. APPLE & ATARI.



British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship.
By John Lyon.
INTERMEDIATE. APPLE.

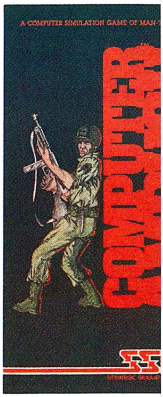
WARGAMES

THE

For the next
you'll be getting
but quick, over
our games. They
major categories

- Wargames
- Sports & Gen

WARGAMES



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ADVANCED. APPLE

For four years, COMPUTER GAMING WORLD *(CGW) has been covering the ever-changing computer gaming industry, and I believe that the serious gamer can find no better information than that found in CGW. In fact, I have such confidence that you will enjoy reading CGW that I would like to make it even easier for you to subscribe to it. In order to do this, SSI is making the following offer:*

- Subscribe for one year to CGW and you can choose to purchase either 50 MISSION CRUSH™, OBJECTIVE: KURSK™, or THE COSMIC BALANCE™ at ½ price.
- Subscribe for 2 years and you can buy any two of the three at ½ price.

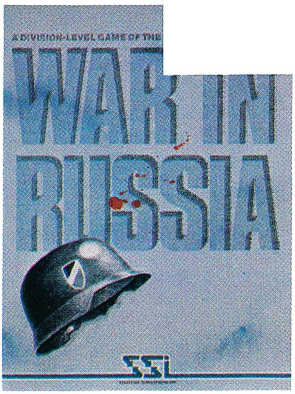
Even if you aren't interested in the games, I highly recommend that you subscribe to this exceptional magazine.

Sincerely,

Joel A. Billings

JOEL A. BILLINGS
President, Strategic Simulations Inc.

WARGAMES



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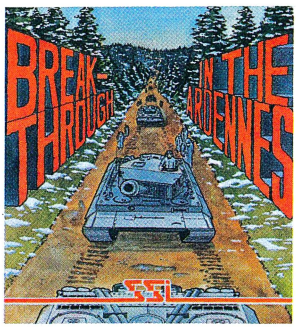

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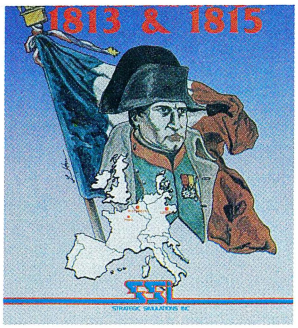
By Dave Landrey & Chuck Kroegel.
ADVANCED. APPLE, ATARI & C-64.



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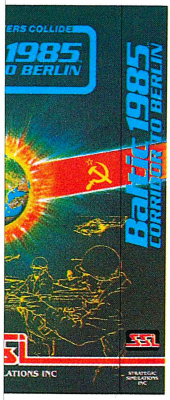

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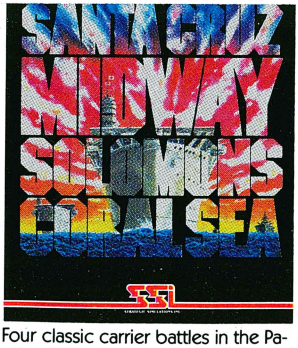

Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, Eastern Solomons and Coral Sea. By Gary Grigsby.
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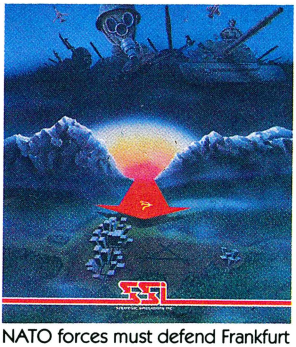

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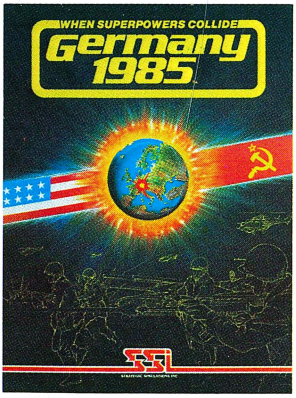

NATO forces must repel the Soviet invasion of West Germany...when superpowers collide!
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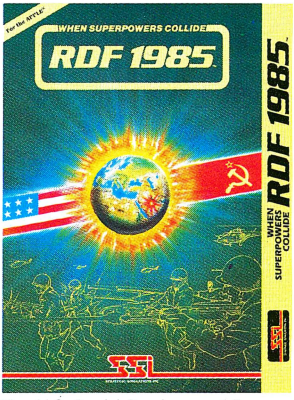

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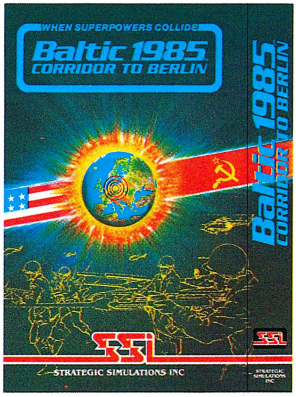

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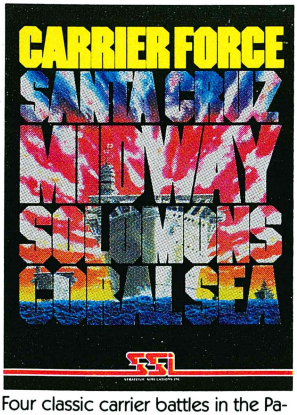

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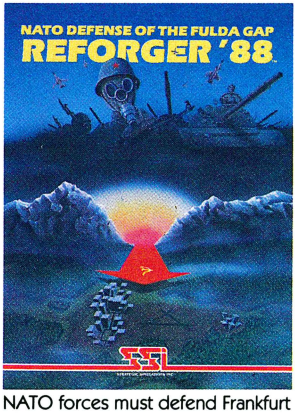

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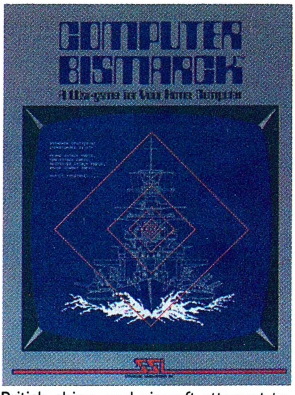

British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship.
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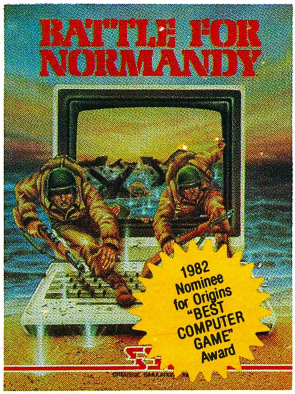

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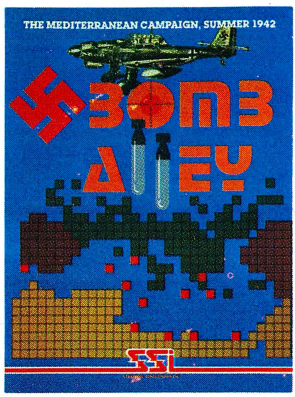

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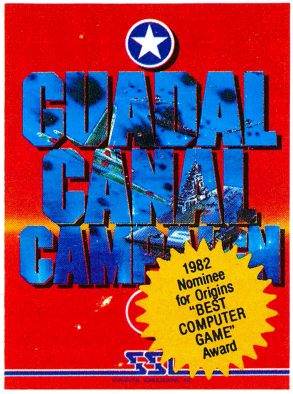

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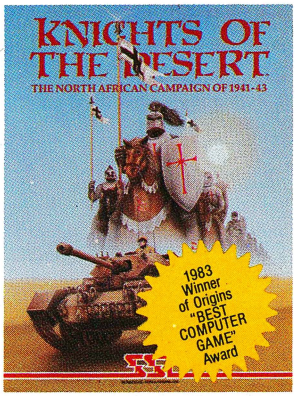

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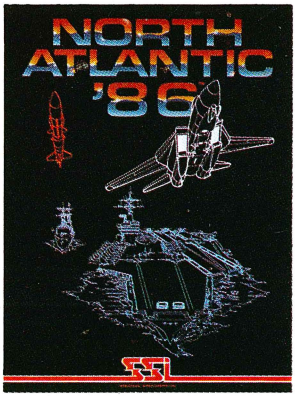

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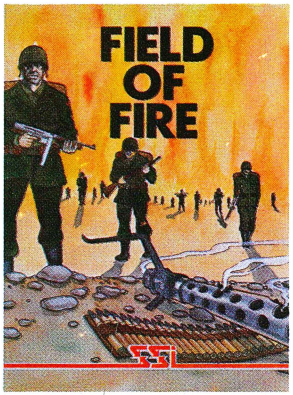

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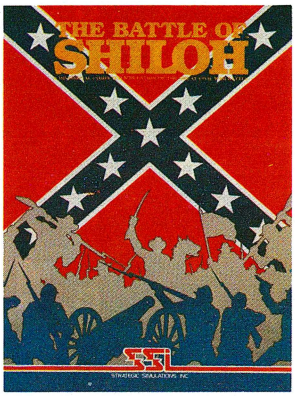

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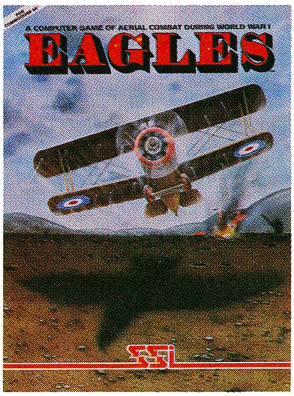
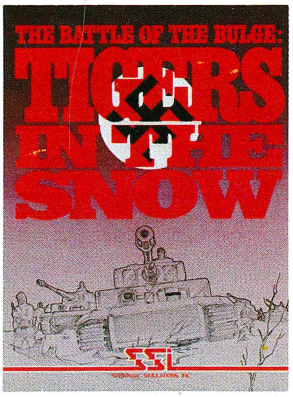
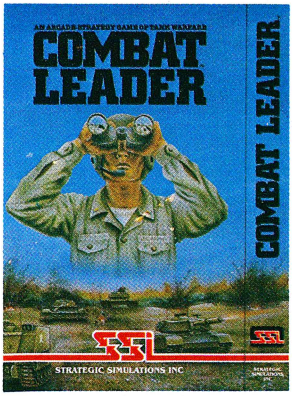


Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I. By Robert Raymond. **INTRODUCTORY. APPLE, ATARI & C-64.**



An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group. **INTRODUCTORY. APPLE, ATARI, IBM & C-64.**



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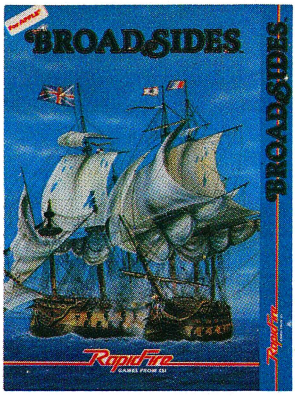

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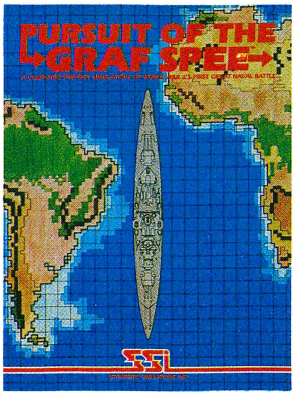

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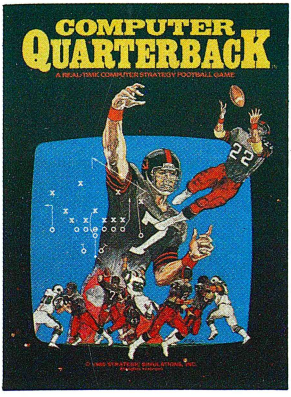

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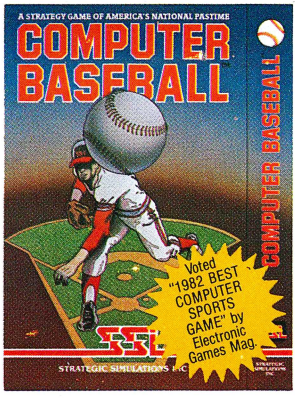
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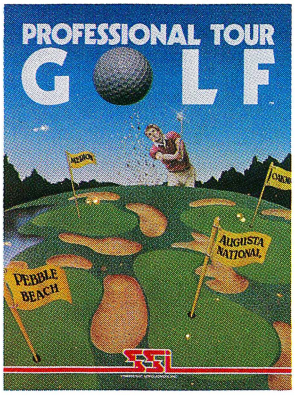

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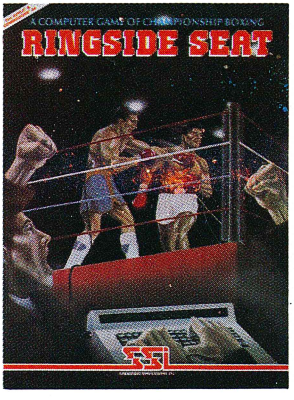

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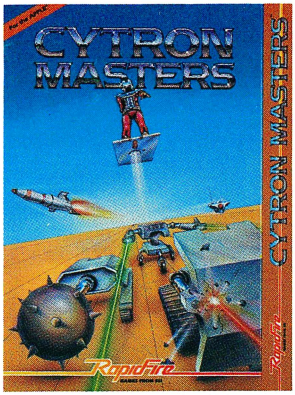

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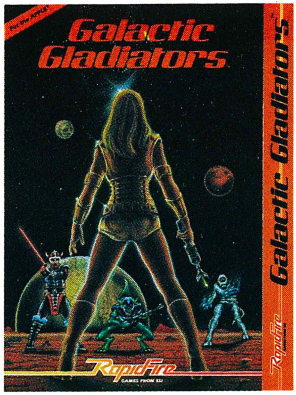

You are caught smack in the middle of a cosmic shootout among 14 bizarre alien species.
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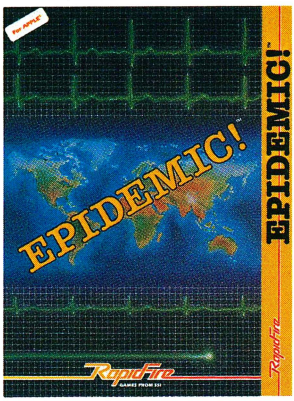
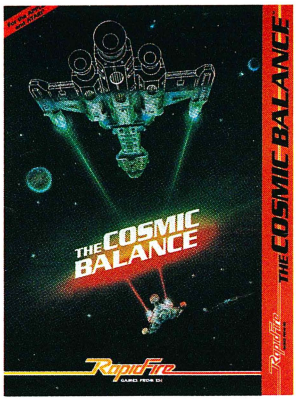
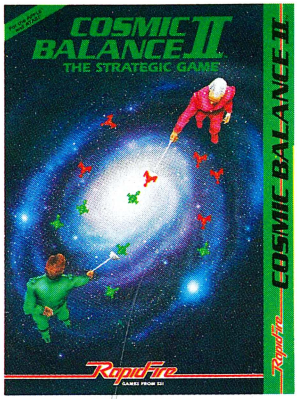


In this graphically beautiful game, billions of lives are at stake as Earth is infected by deadly, alien microbes. By Steve Faber. **INTRODUCTORY. APPLE, ATARI & IBM.**



This game not only lets you command a starfleet, it lets you build and design your own starships!
By Paul Murray. **INTRODUCTORY. APPLE, ATARI & C-64.**



The strategic sequel to **The Cosmic Balance™** is the ultimate training course for Galactic emperors-to-be.
By Paul Murray.
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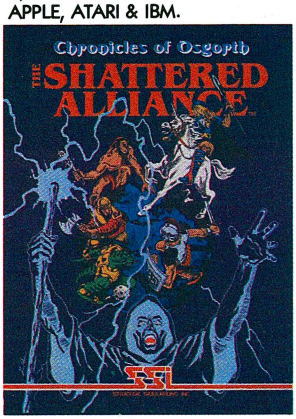

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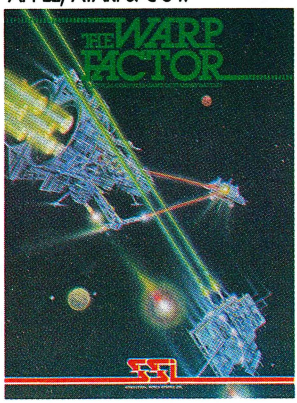

Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires.
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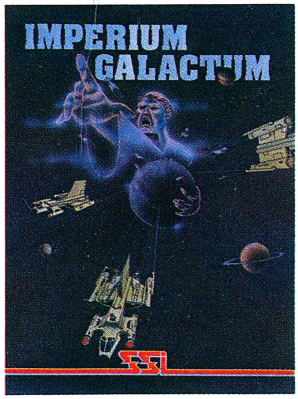

Just as Julius Caesar once forged the Roman Empire, you'll now struggle to control the stars and create...the Imperium Galactum! By Paul Murray.
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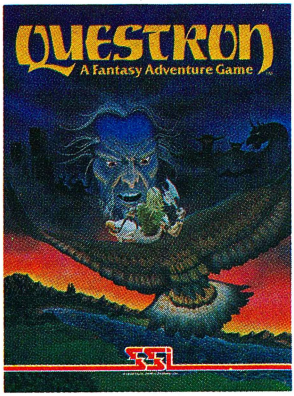
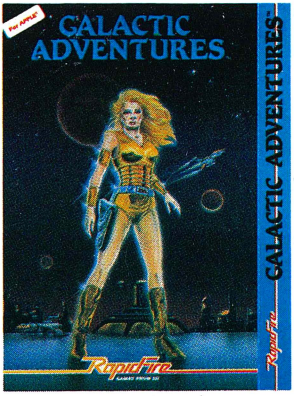


In this fantasy adventure game, you must battle hordes of monsters as you seek to destroy the evil wizard. By Charles Dougherty. **INTRODUCTORY. APPLE, ATARI & C-64.**



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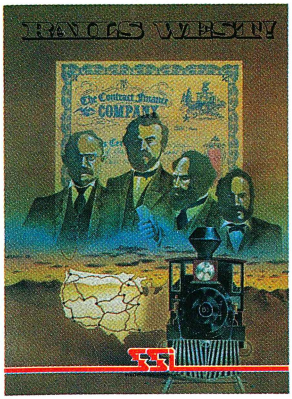

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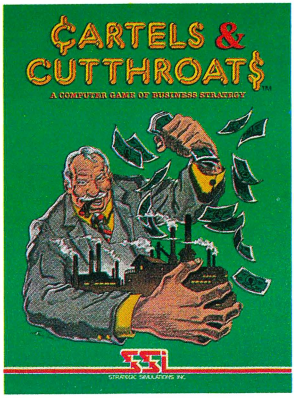

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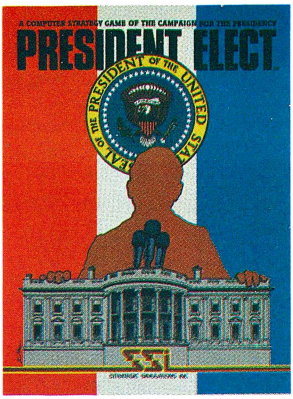

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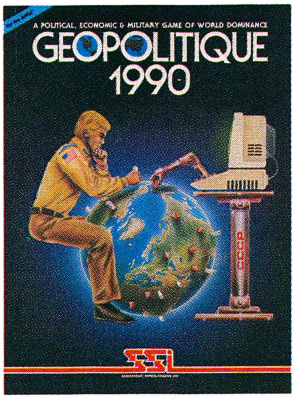

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